

II. AMENDMENTS TO THE CLAIMS:

The following listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method of rotating a first image in an image buffer, the method comprising the steps of:

extracting first image from the image buffer;

creating a rotated image that is substantially free of aliasing error using weighted sums of a plurality of data points of the first image that represent pixel data values of the first image, wherein weighting depends on a skew angle of the first image and data point location in the first image; and

outputting the rotated image from the image buffer,

wherein the step of creating the rotated image is provided by applying the following algorithm to the first image data:

$$V_0 = K_h * K_v (V1 + V4 - V2 - V3) + K_h (V3 - V4) + K_v (V2 - V4) + V4$$

wherein V_0 is a data point of the rotated image; $V1$, $V2$, $V3$ and $V4$ are first image data points that each incorporated a portion of V_0 ; and K_h and K_v are fractions that are functions of skew angle and data point location of the first image.

2. (Original) The method of claim 1, wherein the first image is of a document, and the first image data is created in the image buffer by the step of scanning the document.

3. (Original) The method of claim 1, further comprising the step of storing the first image data in a database.

4. (Canceled).

5. (Previously Presented) The method of claim 1, wherein K_h and K_v are implemented in $1/8$ th increments.

6. (Previously Presented) The method of claim 1, further comprising the step of providing K_h and K_v in at least one lookup table.

7. (Canceled).

8. (Canceled).

9. (Canceled).

10. (Currently Amended) A system for rotating an initial image stored in an image buffer, the system comprising:

a memory having an image rotation module configured to rotate the initial image to create a rotated image by using weighted sums of a plurality of data points of the initial image that represent pixel data values of the initial image and to output the rotated image from the image

buffer, wherein the weighting depends on a skew angle of the initial image and data point location in the initial image,

wherein the image rotation module repetitively applies the following algorithm to initial image data to create the rotated image:

$$V_0 = K_h (V_3 - V_4) + K_v (V_2 - V_4) + V_4,$$

wherein V_0 is a data point of the rotated image; V_2 , V_3 , and V_4 are data points of the initial image that each incorporate a portion of V_0 ; and K_h and K_v are fractions that are functions of skew angle and data point location of the initial image.

11. (Original) The system of claim 10, wherein the data points of the initial image are in adjacent rows of the image buffer.

12. (Original) The system of claim 11, wherein a pair of data points are used from each of the adjacent rows of the image buffer.

13. (Original) The system of claim 10, further comprising an image generation module configured to create the initial image.

14. (Original) The system of claim 13, further comprising a scanner for supplying data to the image generation module.

15. (Original) The system of claim 10, further comprising a database configured to store initial image data.

16. (Canceled).

17. (Canceled).

18. (Canceled).

19. (Canceled).

20. (Previously Presented) The system of claim 10, wherein K_h and K_v are implemented in $1/8$ th increments.

21. (Previously Presented) The system of claim 10, wherein K_h and K_v are provided in a lookup table.

22. (Original) A workstation comprising the system for rotating an initial image stored in an image buffer of claim 10.

23. (Currently Amended) A computer readable medium having a stored computer program product ~~comprising a computer usable medium having computer readable program code~~

~~embodied therein~~ for processing a first image in an image buffer, the computer program product comprising:

program code configured to rotate the first image to create a rotated image by using weighted sums of a plurality of data points of the first image that represent pixel data values of the first image, wherein the weighting depends on a skew angle of the first image and data point location in the first image; and

program code configured to output the rotated image from the image buffer,

wherein the program code configured to rotate the first image repetitively applies the following algorithm to first image data to create the rotated image:

$$V_0 = K_h (V3 - V4) + K_v (V2 - V4) + V4,$$

wherein V_0 is a data point of the rotated image; $V2$, $V3$, and $V4$ are data points of the first image that each incorporate a portion of V_0 ; and K_h and K_v are fractions that are functions of skew angle and data point location of the first image.

24. (Canceled).

25. (Canceled).

26. (Currently Amended) A system for rotating an initial image stored in an image buffer, the system comprising:

an image rotation module configured to rotate the initial image to create a rotated image that is substantially free of an aliasing error using weighted sums of a plurality of data points of

the initial image that represent pixel data values of the initial image and to output the rotated image from the image buffer, wherein weighting depends on a skew angle of the initial image and data point location in the initial image and is implemented in 1/8th increments,

wherein the image rotation module repetitively applies the following algorithm to initial image data to create the rotated image:

$$V_0 = K_h * K_v (V1 + V4 - V2 - V3) + K_h (V3 - V4) + K_v (V2 - V4) + V4,$$

wherein V_0 is a data point of the rotated image; $V1$, $V2$, $V3$, and $V4$ are data points of the initial image that each incorporate a portion of V_0 ; and K_h and K_v are fractions that are functions of skew angle and data point location of the initial image.

27. (Canceled).